# US Air Force Human Systems Integration (HSI) Maintenance (MX) Model Enhancements in the Improved Performance Research Integration Tool (IMPRINT)

Final Out Brief for 711th HPW/HPO

August 31st, 2009

Alion Science and Technology



# Agenda

- Project Background
- Simulation Software
- Simulation Development History
- Flightline Maintenance and Mission Generation Process
- Reliability and Maintainability
- Simulation Design
- Simulation Graphical User Interface
- Example Questions and Answers
- Potential Future Enhancements

# Project Background

- Follow-on year of an original Advisory and Assistance Services (A&AS) contract.
- Investigating the relationship between human performance and Air Force (AF) operational metrics.
- In the previous fiscal year, developed a flightline maintenance and mission generation simulation of the F-15C Eagle.
- This year, the team added five weapon systems and additional capabilities

Results prove the relevance of HSI by showing how integral the human is in total system performance.

# Project Background co

- New weapon systems:
  - C-17 Globemaster III
  - CV-22 Osprey
  - F-15E Strike Eagle
  - MQ-1 Predator
  - MQ-9 Reaper







- New capabilities:
  - Graphical user interface for scenario definition
  - Dynamic charting for run-time metric evaluation
  - Incorporation of a fatigue stressor to impact performance
  - Improved custom comma separated value (.csv) reports

## Simulation Software

How does human performance impact operational metrics?

 The Army Research Laboratory's (ARL) Improved Performance Research Integration Tool (IMPRINT) will

facilitate this investig



### IMPRINT is

- an HSI, Manpower, and Personnel Integration tool free for government use and available from ARL.
- a dynamic, stochastic discrete event task-network modeling tool designed to help assess the interaction of Warfighter and system performance throughout the system lifecycle.

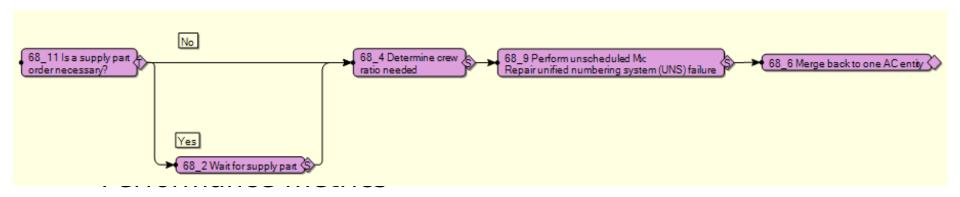
### Simulation Software cont.

### <u>Inputs</u>

- Task duration and accuracy
- Manpower
- Tactical decisions

Task-Network Human Performance Model

Input gathered from existing data, literature, and SMEs



# Simulation Development History

- 1. 711<sup>th</sup> selected five weapon systems capturing the AF's broad capabilities.
- 2. Conducted literature review of each weapon systems mission generation process.
  - Dash six technical manuals
- 3. Submitted HSI questionnaires to subject matter expert contacts at McGuire (C-17), Hurlburt Field (CV-22), Seymour Johnson (F-15E), and Creech (MQ-1/9).



# Simulation Development History cont.

Cont.4. Visited Hurlburt Field to observe CV-22 Osprey production.







Corrective  $M_{X_{www.afsoc.af.mil}}$ Repair

# Simulation Development History cont.

5. Visited Creech AFB to observe MQ-1 Predator MX operations.



Ground Control Station

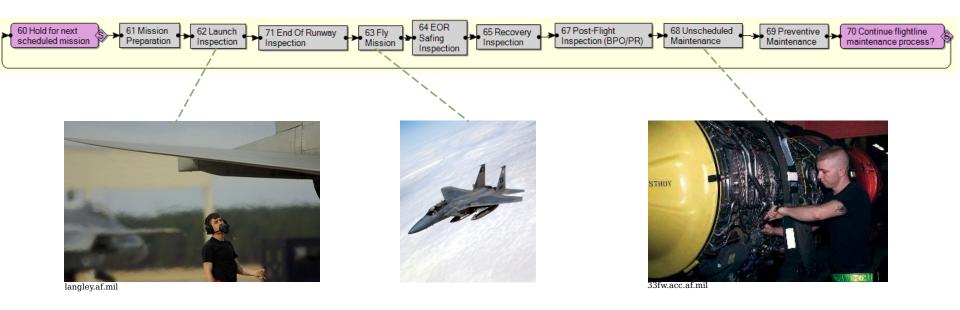


MQ-1 Predator

# Simulation Development History

- 6. Created software plug-in for IMPRINT Pro to implement the following simulation capability enhancements:
  - Graphical user interface for scenario definition
  - Dynamic charting for run-time metric evaluation
  - Incorporation of a *fatigue* stressor to impact performance
  - Improved custom comma separated value (.csv) reports
- 7. Added high-fidelity human performance modeling to the IMPRINT Pro simulation to capture the five new weapon systems.

# Flightline Maintenance and Mission Generation Process



- There is a consistent order to the business of flightline maintenance and mission generation.
  - Between missions a maintenance team performs preventive scheduled inspections and corrective unscheduled maintenance.

# Reliability and Maintainability

- Reliability How often does each aircraft component require a corrective repair (unscheduled maintenance event)?
  - Mean Flight Hours between Unscheduled Maintenance Events
- Maintainability When a component needs a corrective repair how many maintainers does it require and how long does it take to repair? Notional
  - Mean Event Crew Ratio

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Maintainability 4
(S

frequency

4 hour mean repair event time (3 hour standard deviation)

Example 20 flight hour mean repair

CV-22 Osprey AE1107C Engine

3 maintainer mean event repair team (2 maintainer standard

## Simulation Design: Independent Variables (Input)

- Independent variables (specified before each model run):
  - Force
    - Number of weapon systems
    - Number of maintainers
    - Number of fueling trucks
  - Mission
    - Simulation duration
    - Scheduling (mission start times and flight times)
    - Abort and attrite probabilities
  - Maintenance
    - Mean Flight Hours between Unscheduled Maintenance Events (Reliability)
    - Mean Event Time (Maintainability)
    - Mean Event Crew Ratio (Maintainability)
    - Fatigue
  - Supply
    - Probability of ordering a supply part
    - Mean time to receive the supply part

## Simulation Design: Operational Metrics (Output)

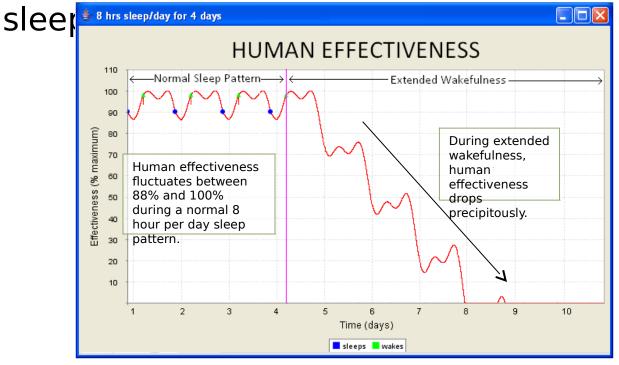
### Operational Metrics:

- Sortie generation rate
  - The number of aircraft per day that complete a successful mission
- Mission capable rate
  - The percentage of aircraft available to support a mission
- Unscheduled maintenance man-hours
  - The number of man-hours spent correcting aircraft in the scenario
- Scheduled maintenance man-hours
  - The number of man-hours spent performing scheduled maintenance
- Administrative delay time
  - The total time aircraft have to wait until maintenance can be performed
- Flying schedule effectiveness
  - The total delay time of all tardy mission launches
- Environment, safety, and occupational health (ESOH) interactions
  - A tally of maintainer interactions with ESOH hazards

## Simulation Design: Fatigue

 Dr. Steven Hursh's Sleep, Activity, Fatigue, and Task Effectiveness (SAFTE) model predicated on:

Circadian rhythms, recovery and decay rates, and



 Human effectiveness after 8 hours of sleep per day for the past 4 days

## Simulation Design: Simplifying Assumptions

- No major scheduled preventive maintenance
  - Programmed depot maintenance (PDM), hourly post flight (HPO), preventive (PR), home station check (HSC)
- No indirect/administrative work of crew chiefs, Mx specialists, or weapon specialists
  - Only flightline manual labor was considered
- No hot refueling
- No support equipment maintenance considered
- No aircraft battle damage repair (ABDR)
- All aircraft start as fully mission capable



## Simulation Design: Schematic

### <u>Independent</u> <u>Variables</u>

- Force
- Mission
- Maintenance
- Fatigue
- Supply

Independent variables describe the operational scenario



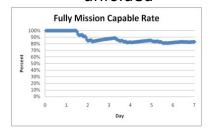
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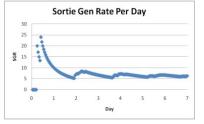


### **Operational Metrics**

- Sortie generation rate
- Mission capability rate
- •Unscheduled Mx manhours
- Scheduled Mx man-hours
- Administrative delay time
- •Flying schedule effectiveness

Operational metrics call the story of how the scenario unfolded



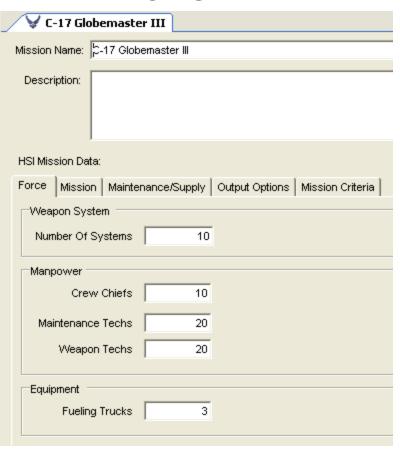






# Simulation Graphical User Interface

### **FORCE**

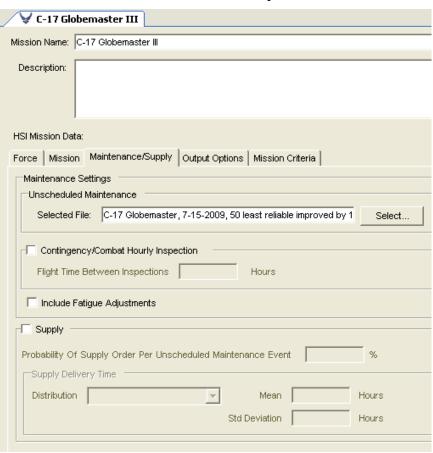


### **MISSIO**

😾 C-17 Globema	aster III					
Mission Name: C-17 (	Globernaster III					
Description:						
HSI Mission Data:						
Force Mission Ma	intenance/Supply Output Options Mission Criteria					
Maintenance Scene						
Simulation Duratic	,					
	,					
Mission Scheduling						
Mission Scheduling		Select				
Mission Scheduling		Select				
Mission Scheduling Load From File Selected File:		Select				
Mission Scheduling Load From File Selected File:  Use Static Data	ons 84 Time Per Mission 10.00					
Mission Scheduling Load From File Selected File:  Use Static Data Number Of Mission	ons 84 Time Per Mission 10.00	Hours				
Mission Scheduling Load From File Selected File:  Use Static Data Number Of Missio	ons 84 Time Per Mission 10.00 Go 2 Time Between Missions 8.00	Hours Hours				
Mission Scheduling Load From File Selected File:  Use Static Data Number Of Missio Aircraft Per  Abort / Attrite  Mission Abort	ons 84 Time Per Mission 10.00	Hours				

# Simulation Graphical User Interface cont.

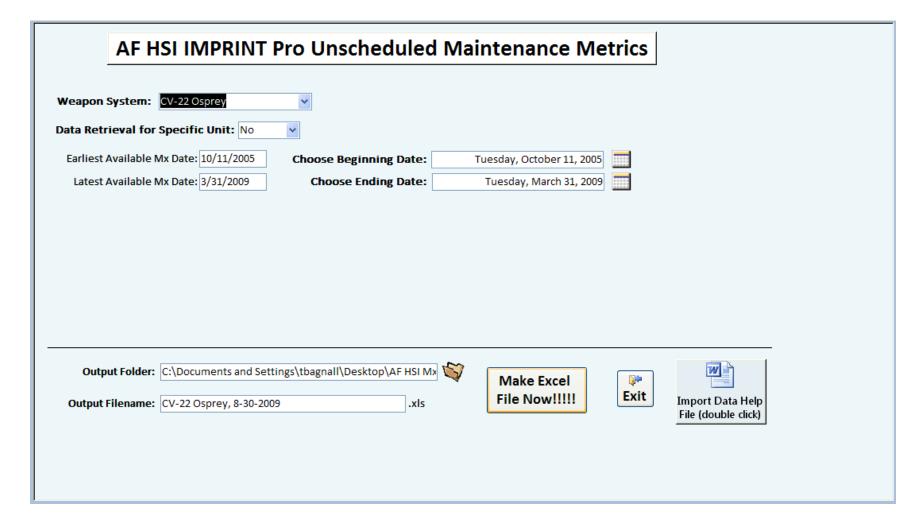
### MAINTENANCE/SUPP



### **OUTPUT OPTIONS**

lission Name: C-17 Globernaster III	
Description:	
HSI Mission Data:	
force Mission Maintenance/Supply Output Option	ons Mission Criteria
Output Folder	
	Select
Selected Folder: C-17	Select
	Select
Selected Folder: C-17	Select  Total Aircraft Unscheduled Maintenance Time
Selected Folder: C-17  Dynamic Charts	
Selected Folder: C-17  Dynamic Charts  Fully Mission Capable Rate	Total Aircraft Unscheduled Maintenance Time
Selected Folder: C-17  Dynamic Charts  Fully Mission Capable Rate  Non Mission Capable Rate	Total Aircraft Unscheduled Maintenance Time Total Unscheduled Maintenance Manhours
Selected Folder: C-17  Dynamic Charts  Fully Mission Capable Rate  Non Mission Capable Rate  Total Non Mission Capable Maintenance Rate	☐ Total Aircraft Unscheduled Maintenance Time ☐ Total Unscheduled Maintenance Manhours ☐ Total Aircraft Scheduled Maintenance Time
Dynamic Charts  Fully Mission Capable Rate  Non Mission Capable Rate  Total Non Mission Capable Maintenance Rate  Total Non Mission Capable Supply Rate	Total Aircraft Unscheduled Maintenance Time Total Unscheduled Maintenance Manhours Total Aircraft Scheduled Maintenance Time Total Scheduled Maintenance Manhours
Dynamic Charts  Fully Mission Capable Rate  Non Mission Capable Rate  Total Non Mission Capable Maintenance Rate  Total Non Mission Capable Supply Rate	Total Aircraft Unscheduled Maintenance Time Total Unscheduled Maintenance Manhours Total Aircraft Scheduled Maintenance Time Total Scheduled Maintenance Manhours

### Unscheduled Mx Data Creation Tool



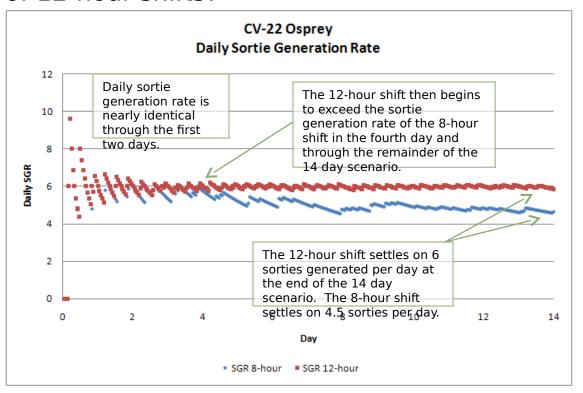
# Unscheduled Mx Data Creation Tool cont.

### Sample File

CV-22 Ospre	y, Unscheduled Mx Statistics, 10/11/2005 - 3/31/2	2009					
UNS	UNS Description	MTBME (hr)	MET (hr)	MET Std Dev (hr)	MECR	MECR Std Dev	<b>Events</b>
XYZ123	VIBRATION	126	1.416	2.441	1.824	0.833	500
XYZ124	SUPPRESSION	117	0.865	0.978	2.145	0.862	226
XYZ125	CONTROLLER	128	0.833	0.711	2.160	0.809	148
XYZ126	ACCELEROMETER	2,137	1.972	1.251	2.333	0.943	125
XYZ127	GENERATOR	256	1.230	1.690	2.360	1.229	119
XYZ128	NO. 2 COUNTER	1,603	1.792	1.556	1.500	0.500	117
XYZ129	FORCE CONTROL	916	0.926	0.174	2.143	0.639	116
XYZ130	SYSTEM	3,205	1.500	0.500	2.000	0.000	116
XYZ131	AVIONICS	916	0.333	0.327	1.429	0.495	116
XYZ132	AIR CONDITIONING	169	1.364	1.465	1.921	0.664	116
XYZ133	COMPRESSION	103	0.951	0.972	2.516	1.478	116

# Example Question and Answer 1

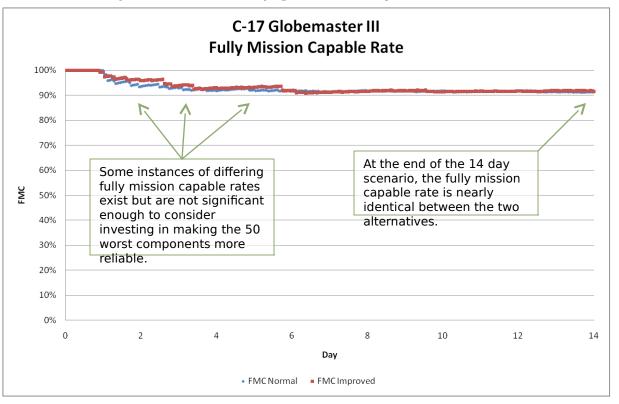
Q: Can I generate as many sorties per day using 8-hour manning shifts instead of 12-hour shifts?



A: No. Reducing available manning by using an 8-hour shift results in a 25% lower daily sortie generation rate than a 12-hour shift (4.5 sorties vs. 6 sorties).

# Example Question and Answer 2

Q: How much will my fully mission capable rate improve if the reliability of the 50 worst components is upgraded by 100% (i.e. twice as reliable)?



A: The fully mission capable rate improves by 0.3% when improving the 50 least reliable components in the 14 day options.

- · Weapon System: CV-22 Osprey
- · Shift: Twelve hour
- Independent Variable Settings:

# FORC Force | Mission | Maintenance/Supply | Output Options | Mission Criteria | Weapon System | 10 Manpower | Crew Chiefs | 10 Maintenance Techs | 20 Weapon Techs | 20 Equipment | Fueling Trucks | 3

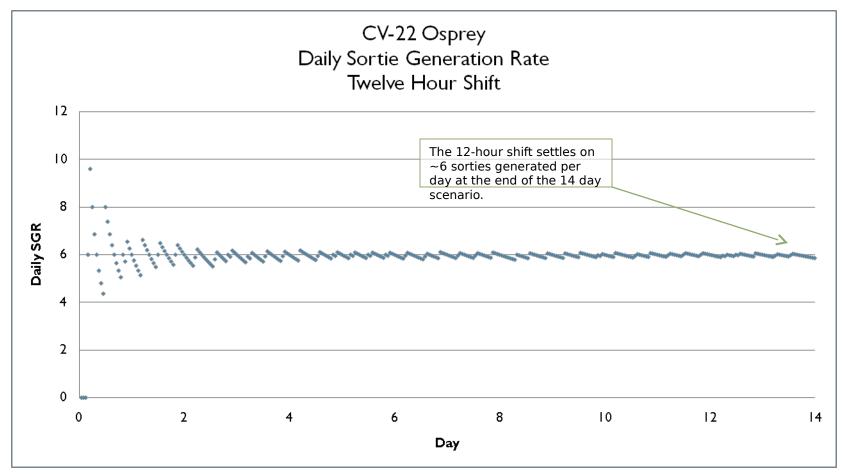
#### **MISSIO** Force Mission Maintenance/Supply Output Options Mission Criteria Maintenance Scenario Simulation Duration 336.00 Hours Mission Scheduling Load From File Selected File: Use Static Data Number Of Missions 84 Time Per Mission 4.00 Hours Aircraft Per Go 2 Time Between Missions 8.00 Hours Abort / Attrite Mission Abort Attrite Rate 0.00 % Abort Rate 0.00 % Mission Time Decrement 0.00 %

#### MAINTENANCE/SUPP

	ain enance/Supply	Output Options	Mission Cri	teria	
Maintenance Setti	ngs				
Unscheduled Ma	ntenance				
Selected File:	CV-22 Osprey, 7-16	6-2009.xls			Select
Contingency/C	ombat Hourly Inspec	tion			
Flight Time Bet	was Inspections		Hours		
	weelf inspections		10010		
☐ Include Fatigu	,		100110		
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	,		10010		
Include Fatigu	,				%
Include Fatigu	e Adjustments oly Order Per Unsch				%
Include Fatigu	e Adjustments oly Order Per Unsch				%
Include Fatigu Supply Probability Of Sup Supply Delivery	e Adjustments oly Order Per Unsch		ce Event		

Weapon System: CV-22 Osprey

Shift: Twelve hour



- Weapon System: CV-22 Osprey
- Shift: Eight hour
- Independent Variable Settings:

#### **FORC** Force Mission Maintenance/Supply Output Options Mission Criteria Weapon System Number Of Systems Manpower Crew Chiefs Maintenance Techs 13 Weapon Techs 13 Equipment Fueling Trucks 3 33% reduction in available manpower to support mission generation over a 12 hour shift. 09/11/16

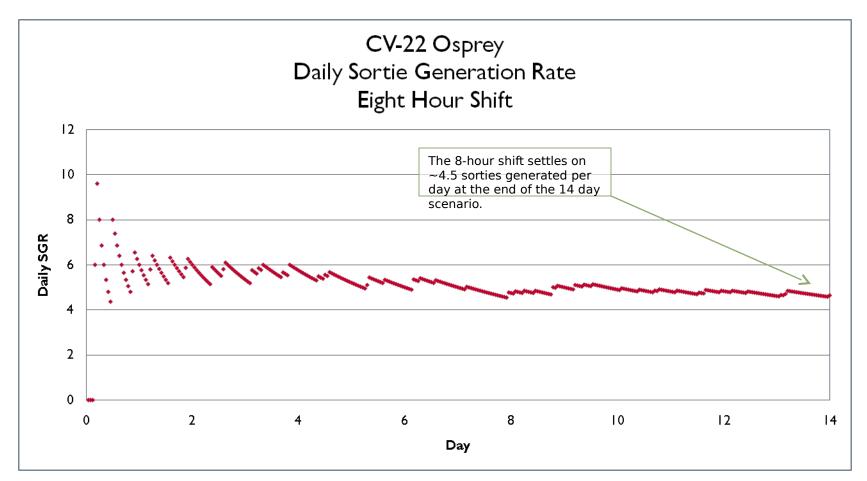
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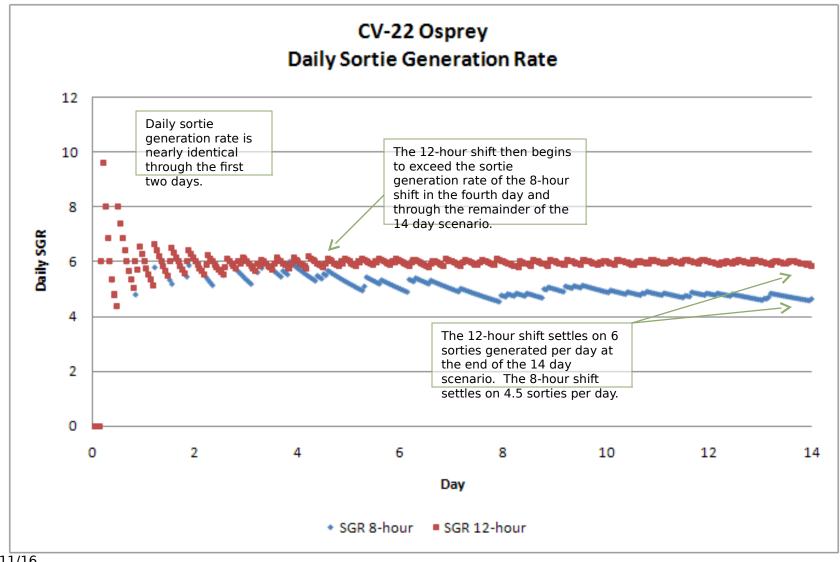
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Force Mission Mair	nenance/Supply Output Options Mission Cri	iteria
Maintenance Setting		
Unscheduled Maint	enance	
Selected File:	CV-22 Osprey, 7-16-2009.xls	Select
Contingency/Co	,	
Supply —		
Probability Of Supply	v Order Per Unscheduled Maintenance Event	%
Distribution	▼ Mean	Hours
	Std Deviation	Hours
L		

Weapon System: CV-22 Osprey

Shift: Eight hour





# Potential Future Enhancements of the AF HSI Mx Model

### Maintenance

 Major preventive maintenance inspections (e.g. hourly post flight, preventive, home station checks).

### Personnel

- Selection of available manpower by Air Force Specialty Code (AFSC)
- Matching of malfunctioned component to the corresponding AFSC
- Performance of repair times by AFSC

### Environment, Safety, and Occupational Health

 Predicting the chances of an incident occurring predicated on past accident rates

### Work Shifts

An interface for prescribing exact manpower details by hour

# Summary

- Many practical questions regarding weapon system readiness and capability can be easily answered using the simulation.
  - Offers a low-cost and low-risk capability for predicting AF performance.
- Results of the human performance simulation show the significance of the human's impact on AF capability and performance.
- By extension, HSI remains a critical discipline for the engineering and acquisition of AF weapon systems.